What is claimed is:

1. A system for using a trading card for interactive
entertainment, comprising:

an embedded-chip trading card having a memory
containing identification data and access software;

a card reader/writer for reading and writing to said
embedded-chip trading card;

a local computer system coupled to said card
reader/writer;

a communications network coupled to said local
computer system and to a remote computer system including a
database containing trading card information;

wherein;

said card reader/writer transfers said identification data
and access software via said local computer system and
communications network to said remote computer system; and

said remote computer system processes said
identification data and access software to enable access to said
remote computer system for interactive entertainment.

2. The system of claim 1, wherein said remote computer
system processes said identification data and access software to
enable the downloading of said trading card information to said
embedded-chip trading card.

3. The system of claim 1, wherein said remote computer
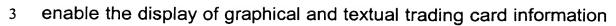system processes said identification data and access software to

17

3   enable the display of graphical and textual trading card information
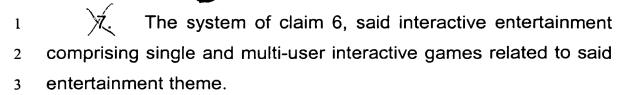
4   obtained from said database on a display device connected to said

5   local computer system.

1   4.   The system of claim 1, said identification data

2   comprising:

3   a card-specific code uniquely identifying said

4   embedded-chip card;

5   a card-type code identifying said embedded-chip

6   trading card as a particular type of a plurality of trading card types;

7   and

8   said local and remote computer systems being further

9   programmed with security software for processing said card-

10   specific code, card-type code, and access software to prevent

11   unauthorized use of said embedded-chip card.

1   5.   The system of claim 4,

2   said database further including correlation data

3   correlating selected ones of said card-specific codes with a card-

4   type code; wherein

5   said security software compares said card-specific

6   code and card-type code to said correlation data to determine the

7   validity of said embedded-chip trading card.

1   6.   The system of claim 1 wherein said trading card

2   information relates to an entertainment theme for said interactive

3   entertainment.

1   7. The system of claim 6, said interactive entertainment

2   comprising single and multi-user interactive games related to said

3   entertainment theme.

1   8. The system of claim 7, said access software in said

2   embedded-chip trading card memory including code required for

3   identifying and initiating said interactive games.

1   9. The system of claim 7, wherein said local computer

2   system includes software for processing said code to enable said

3   interactive games to be played locally.

1   10. The system of claim 6, wherein:

2   said entertainment theme relates to a character; and

3   said remote computer system processes said

4   identification data and access software to enable the display of

5   graphical and textual trading card information obtained from said

6   database on a display device connected to said local computer

7   system including an animation of said character.

1   11. The system of claim 4, said trading card information

2   relating to sports figures and comprising statistics and biographical

3   information about said sports figures.

1   12. The system of claim 11, further including a plurality of

2   users connected to said communications network, wherein:

3   a group of said trading cards represents sports figures

4   who are members of a sports team;

5   each of said group is inserted by a user into said card

6   reader/writer;

7   said card reader/writer reads the card-specific code

8   stored on each card and transfers the card-specific code via said

9   local computer system and communications network to said

10   remote computer system; and

11   said remote computer system compares said card-

12   specific code with information in said database to prevent duplicate

13   cards from being used in multiple interactive games among said

14   plurality of users.

1   13.   The system of claim 12, wherein:

2   said remote computer system compares said card-

3   specific code with information in said database to determine

4   whether a particular trading card represents an active or an

5   inactive player;

6   said remote computer system allowing the assignment

7   of an inactive player represented by said particular trading card to

8   a team for interactive game playing with at least one remote user,

9   and prohibiting said assignment if said player is active.

1   14.   The system of claim 12, wherein said card-type code

2   corresponds to one of said sports figures and identifies said one of

3   said sports figures as playing a particular position, whereby said

4   remote computer system will only assign said one of said sports

5   figures to said position in said interactive games.

1   15.   The system of claim 1, wherein said embedded-chip

2   trading card further includes a processor which executes security

3   software ~~to delete secure~~ information in said memory upon an

4   attempted unauthorized/use of said trading card.

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1   16.   The system of claim 6, wherein said embedded-chip

2   trading card includes surface graphic elements related to said

3   entertainment theme.

1   17.   The system of claim 1, wherein said communications

2   network is the World Wide Web.

1

1   18.   A system for playing a game comprising:

2   a smart card containing a stored program containing

3   information regarding a game to be played on a remote computer;

4   a computer having a smart card reader for reading said

5   information and a display for displaying game information derived

6   from said smart card, said computer including an internet

7   connection; and

8   a remote server connected to an internet connection

9   containing a computer program for playing a game with said

10   computer, said remote server connecting to said computer over said

11   Internet connections in response to a logon request received from

12   said computer through said internet connections, and downloading

13   to said computer a plurality of game selections for display on said

14   computer display which permit said game to be played.

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1   19.   The system according to claim 18 wherein said smart
2   card includes security routines which are validated by said computer
3   program   before   permitting   play   of   said   game.

1   20.   The system according to claim 18 wherein said game is
2   a game of skill which presents to said computer choices for display
3   and selection by a user.

1   21.   The   system   according   to   claim   18   wherein   said
2   computer program downloads to said smart card status information
3   produced from playing said game.

1   Sub a 24   22.   The system according to claim 21 further comprising
2   programming instructions in said smart card for displaying on said
3   computer display said status information downloaded from said
4   remote server.
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1   23.   In a system for playing games over a communications
2   network, a smart card having a stored computer program for
3   executing the process of:
4   displaying to a user through a smart card reader and
5   local computer the information pertaining to said game;
6   providing security information which is transferred over
7   said communications network to a remote server containing a
8   computer game program to authenticate a user of said game
9   program; and
10   storing game status information downloaded from said
11   remote server.

22

1   24. The smart card according to claim 23 wherein said

2   computer program executes the steps of connecting a computer

3   which is connected to said smart card to a remote computer for

4   playing said game.

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1   25. The smart card according to claim 23 wherein said

2   computer program includes security algorithms which are used to

3   access said remote computer.

1   26. The smart card according to claim 25 wherein said

2   smart card is packaged in a container identifying the game to be

3   played.

1   27. A system for playing a game comprising:

2   a smart card containing a stored program containing

3   information regarding a game to be played on a computer; and

4   a computer having a smart card reader for reading said

5   information and a display for displaying game information derived

6   from said smart card, said computer including a computer program

7   for playing a game with said computer, said computer program

8   being programmed to display a plurality of game selections for

9   display on said computer display which permit said game to be

10   played.

1   28. The system for playing a game according to claim 26

2   wherein said smart card includes a general and a specific code

3   which is verified by said computer before said game can be played.

1   29.   In a computer entertainment system, an electronic

2   trading card comprising:

3   a smart card enclosed within a container having contacts

4   for accessing an internal processor and a memory; said smart card

5   providing for bi-directional transfer of data to a computer system

6   programmed with entertainment software.

1   30.   The electronic trading card according to claim 29,

2   wherein said smart card stores statistics produced by said

3   entertainment software.

1   31.   The electronic trading card according to claim 31 further

2   comprising visual information on the exterior of said container which

3   contains   information   pertaining   to   said   stored   statistics.

1   32.   The electronic trading card according to claim 29

2   wherein said memory stores a security algorithm which is transferred

3   to said computer system for controlling access to said entertainment

4   software.

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1   33.   The electronic trading card according to claim 29

2   wherein said memory includes a general identification number to

3   identify said entertainment software.

1   34.   The electronic trading card according to claim 33

2   wherein said memory includes a specific identification number to

3   identify a character used by said entertainment software

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